

1. (New) A method for dynamically modeling fabric for a virtual three dimensional display, the method comprising:

rendering a virtual model in three dimensions, the virtual model having changeable characteristics;

receiving input for varying the characteristics of the virtual model;

varying the characteristics of the virtual model in response to the received input;

rendering the virtual fabric in three dimensions, the virtual fabric to be virtually fitted to the virtual model; and

moving the virtual model with the fitted virtual fabric, wherein the motion of the fitted virtual fabric incorporates fabric qualities, the fabric qualities including at least one from a group consisting of fabric drape, fabric flow, fabric elasticity, and fabric reflectivity.

2. (New) The method of Claim 1, wherein the characteristics of the virtual model include skin tone, general body shape and size, and hair color.

3. (New) The method of Claim 1, wherein the virtual fabric is rendered in three dimensions via input of a plurality of measurements of an actual garment.

4. (New) The method of Claim 1, wherein the virtual model is rendered using information stored in a mesh format.

5. (New) The method of Claim 1, wherein the virtual fabric is rendered using information stored in a mesh format.

6. (New) The method of Claim 1, further comprising:

receiving a selection to rotate the virtual model with the fitted virtual fabric.

7. (New) The method of Claim 6, wherein the virtual model with the fitted virtual fabric is dynamically rotatable.

8. (New) The method of Claim 1, further comprising:

receiving a selection of a background environment for the virtual model.

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~~23~~. (New) The method of Claim ~~22~~⁸, wherein the background environment is included within the presentation wherein the virtual model is located.

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~~24~~. (New) The method of Claim ~~23~~⁹, wherein the background environment includes wind effects.

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~~25~~. (New) The method of Claim ~~15~~¹, wherein the fitted virtual fabric includes environmental effects.

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~~26~~. (New) The method of Claim ~~25~~¹¹, wherein the visual effects include effects resulting from at least one selected from a group consisting of gravity, light, deformation, wind, fabric translucency, reflectivity, and fabric texture.

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~~27~~. (New) The method of Claim ~~15~~¹, further comprising:
varying light and shadow for the virtual model and the virtual fabric depending on the background environment.

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~~28~~. (New) A method for displaying a movable virtual model for a user via at least one communications medium, the method comprising:

rendering the virtual model in three dimensions, wherein the virtual model is accessible via the at least one communications medium;

storing a plurality of virtual fabrics rendered in three dimensions in a repository, the virtual fabrics being virtually fittable to the virtual model, wherein the repository is accessible via the at least one communications medium;

receiving a selection of one from the plurality of virtual fabrics via the at least one communications medium, wherein the selected one of the plurality of virtual fabrics is virtually fitted to the virtual model; and

transmitting data for the virtual model and the selected virtually fitted one of the plurality of virtual fabrics to a user terminal via the at least one communications medium.

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~~29.~~ (New) The method of Claim ¹⁴~~28~~, wherein the at least one communications medium is the Internet.

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~~30.~~ (New) The method of Claim ¹⁴~~28~~, wherein the user terminal is a personal computer.

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~~31.~~ (New) The method of Claim ¹⁴~~28~~, wherein the virtual model wearing the selected

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~~32.~~ (New) A method for rendering a model in three dimensions, comprising:
virtually fitted one of the plurality of virtual fabrics is movable.

inputting three dimensional data for the model;

storing the model data in a mesh format as model mesh data;

inputting three dimensional data for a fabric to be fitted to the model;

storing the fabric data in a mesh format as fabric mesh data; and

displaying the model mesh data and the fabric mesh data as a virtual model fitted with a

virtual fabric;

wherein the virtual model and the virtual fabric is dynamically rotatable; wherein the virtual model and the virtual fabric are virtually movable within a background environment; and wherein the virtual fabric includes fabric qualities.

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~~33.~~ (New) The method of Claim ¹⁸~~32~~, wherein the fabric qualities include at least one selected from a group consisting of fabric drape, fabric flow, fabric elasticity, and fabric reflectivity.

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~~34.~~ (New) A method for providing a user with a variable three dimensional model, comprising:

displaying a three dimensional model having an initial set of characteristics, the initial set of characteristics including skin tone, general body shape and style, and hair color;

providing the user with a plurality of selectable variables for the initial set of characteristics;

receiving the user selection of variables for the initial set of characteristics;

displaying a three dimensional model having a varied set of characteristics, the varied set of characteristics produced from the user selection of variables for the initial set of characteristics;

providing the user with a plurality of options for motion of the model;

if a selection for motion of the model is received, displaying the model in the selected motion;

providing the user with a plurality of options for environment for the model background;

if a selection for environment for the model is received, displaying the model within the selected environment;

providing the user with a plurality of options for virtual fabrics to be virtually fitted to the model; and

if a selection for a virtual fabric to be virtually fitted to the model is received, displaying the model fitted with the virtual fabric.--